Guide No. 15055

SMURFS™

SAVE THE DAY

TALKING VIDEO GAME INSTRUCTION

For use with the SOUND I™ Video Game System, or the SOUND I™ VOICE MODULE

Harmony Smurf™, Greedy Smurf™ and Handy Smurf™ help you to have fun while learning about musical notes, colors, shapes and sizes!

COLECO

Imported by: Coleco (Canada) Limitée, 4000 St. Ambroise, Montreal, Quebec, Canada H4C 2C8

GETTING READY TO PLAY

MAKE SURE YOUR VIDEO GAME SYSTEM IS OFF WHEN INSERTING OR REMOVING A CARTRIDGE. DO NOT INSERT OR REMOVE CASSETTE TAPE WHILE VOICE MODULE DRIVE IS OPERATING.

One-Player Game
The player uses the **left** controller only.

TO START GAME

1. Assemble your game system and the SOUND I™ Voice Module according to their owner's manuals. Make sure your TV is tuned to the same channel as your game system.
2. Plug the **Voice Module** into the **right** Joystick port. Plug a **hand controller** into the left Joystick port.
3. Turn your TV **ON.** Set the volume for low.
4. Make sure the game system is **OFF**, then insert the cartridge.
5. Turn your game system **ON.** The Title Screen will appear on your TV. Raise your TV volume.
6. Insert a game cassette tape into the Voice Module. Always check to see if the cassette tape needs to be re-wound, then do so.
7. Press **PLAY** on the Voice Module. After a brief pause, the game will start. Set the volume to a comfortable level.
8. Always press **STOP** after you have pressed **REWIND** or **FAST FORWARD** and the cassette tape has stopped turning.

NOTE: A yellow/gold screen on your TV indicates that the cassette tape in the Voice Module is at the end. Rewind the cassette tape. If a purple screen appears, check to see if you have the correct cassette tape in the Voice Module.

GAME RESET

The **GAME RESET** switch allows you to start a new game.

GAME SELECT

THERE ARE TWO PLAYING MODES.

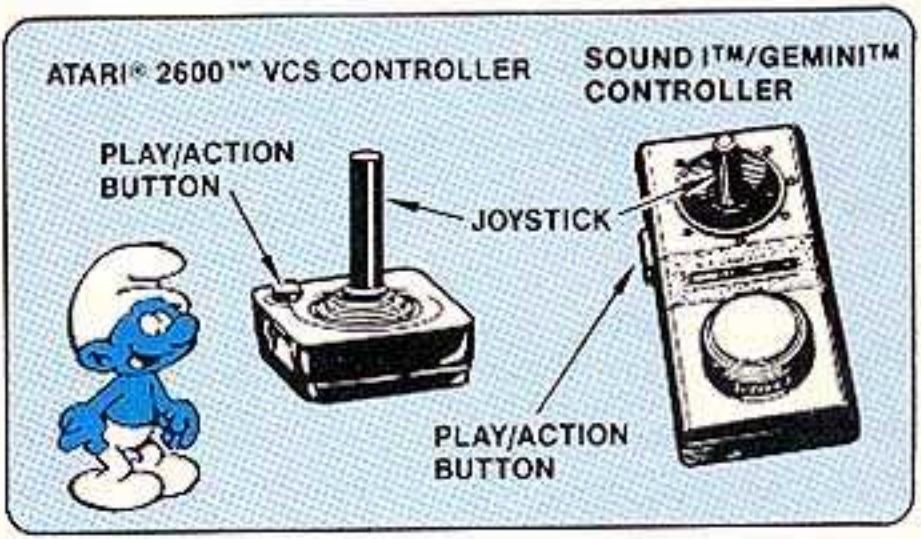
Game Mode plays the game using the Voice Module for instruction and song.

Toy Mode plays the game without Voice Module accompaniment. Toy Mode play is always slightly different from Game Mode play. Refer to the individual Smurf™ game for further details.

The **GAME SELECT** switch allows you to switch between Game Mode and Toy Mode. The game comes up initially in Game Mode. Press this switch to move to Toy Mode only when the cassette tape is not playing. Each time you toggle the switch, you move between modes.

NOTE: The BW/COLOR switch and the Difficulty Switches are not used in SMURFS™ SAVE THE DAY!

USING YOUR CONTROLS



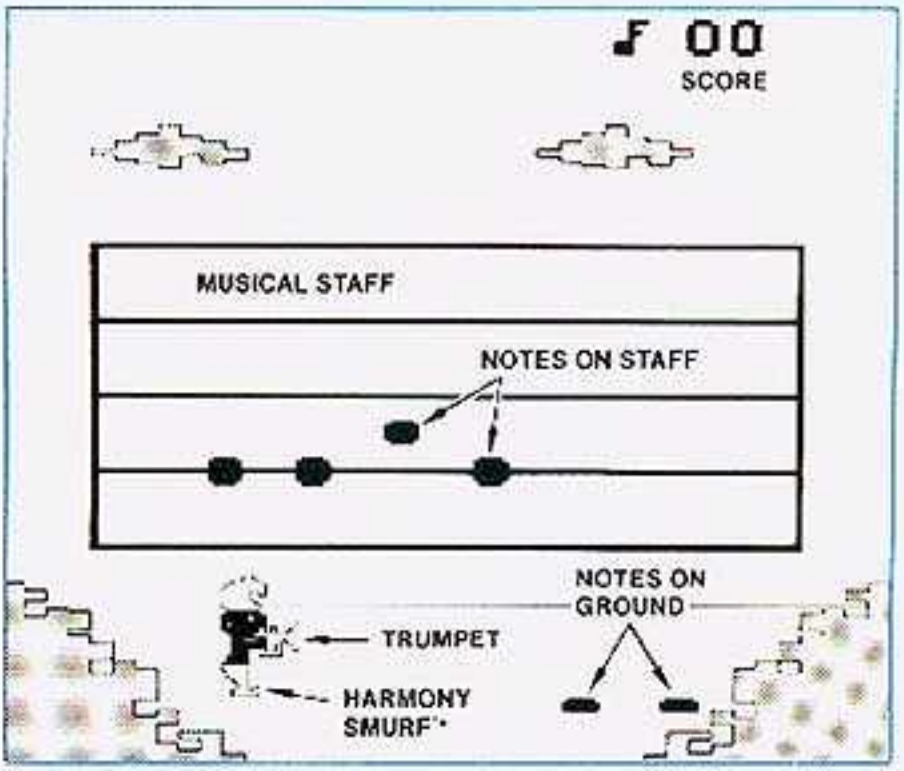
Hold either controller with the Play/Action Button to your upper left (toward the TV).

Refer to the individual game sections of this guide for use of the hand controls.

HARMONY SMURF™

The Game

HARMONY SMURF™ teaches musical relationships and allows the player to create or reproduce simple melodies. In **Game Mode.** the object of the game is to duplicate melodies. A maximum of six musical notes can appear on the screen. Melodies might require use of six notes or fewer.



At the start of the game, Harmony Smurf™ appears on the bottom left of the screen. No notes appear. When the cassette tape has played through the Introductory Song, four notes appear, and the game is ready to be played. As the player progresses, more notes (to a total of six) are added to the screen.

The player moves Harmony across the screen. When he is aligned with a note, the player taps the Joystick up or down to move the note on the musical staff. As the note hits each pitch on the scale, that pitch is sounded. The player then moves Harmony to the next note and repeats the procedure until all notes that are to be used appear on the staff.

To hear the notes played in sequence, the player presses the Play/Action Button. Harmony will raise his trumpet. If a note is incorrectly placed when matching a melody, it falls to the ground when the note is played. The player must then place it on the staff again.

NOTE: To repeat melody press Game Select switch twice.

Game Mode

In **Game Mode,** the program plays short melodies, one at a time. The player is instructed to reproduce those melodies by manipulating the notes on a colorful musical staff. Melodies start out simple and easy (minimum of four notes) and progress in sequence to more difficult (requiring good memory skills). The final melody of the game uses invisible notes.

If the player has placed some notes correctly and others incorrectly, the incorrectly placed notes will drop to the ground when the melody is played. The correctly placed notes remain on the staff. The memory task becomes easier as the player continues with the same melody.

Toy Mode

In **Toy Mode,** the player can create original melodies or reproduce familiar ones by manipulating the notes. No melodies are provided by the program. The game starts with all 6 notes on the ground. Encourage the player to experiment with rhythms. The notes remaining on the ground can be used as rests (pauses) in the formation of a melody.

Mode Selection

It is simple to switch between Game Mode and Toy Mode by pressing the **GAME SELECT** switch. HARMONY SMURF™ begins in Game Mode. To play in Toy Mode, press the **GAME**

SELECT switch. To go back to Game Mode, press the switch again. The player can move between the two modes in this manner only when the cassette tape is **not** playing.

NOTE: When the player switches back to Game Mode the program plays the most recent melody of the game.

To play in Toy Mode from the start, insert the desired game cassette tape into the Voice Module and play it through the Introductory Song. After the cassette tape stops, press the **GAME SELECT** switch to move from Game Mode to Toy Mode. You're ready to begin playing.

SCORING

In **Game Mode** only, a Score Indicator appears in the top right of the screen. The object pictured (a musical note) indicates this is the HARMONY SMURF™ game. The digits to the right of the object indicate the player's score.

The player scores one point for each melody successfully matched. There is no penalty for failure to reproduce a melody. There is no time limit in which to play the game.

In Toy Mode, no Score Indicator appears on the screen and no score is registered.

Voice Module Cassette

All instructions for playing the game in Game Mode occur in song on the cassette tape.

USING YOUR CONTROLS

1. **Joystick:** Push the Joystick left or right to move Harmony in that direction. When Harmony is above or below a note, push the Joystick up (away from you) or pull it down (toward you) to move the note up or down.
2. **Play/Action Button:** Press the Play/Action Button to play your melody when notes appear on the staff.

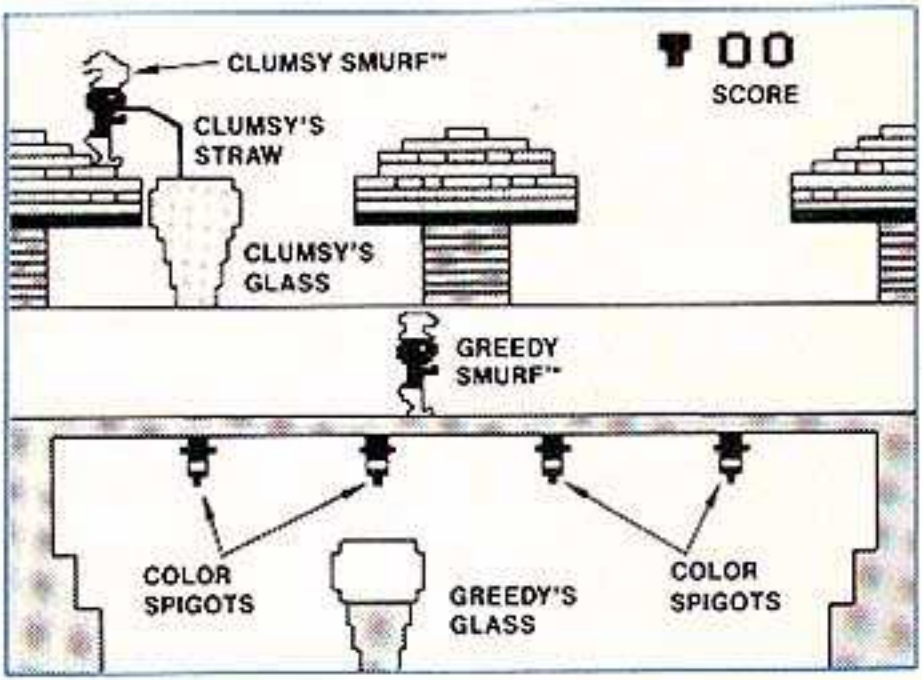
GREEDY SMURF™

The Game

GREEDY SMURF™ helps the player create secondary colors by mixing primary colors. In **Game Mode,** the object of the game is to duplicate in the lower glass the color appearing in the upper glass. Basic color production is as follows:

Red and Blue create Purple.
Red and Yellow create Orange.
Blue and Yellow create Green.

In this game, mixing all three primary colors will result in a brown color. Other colors can be produced by mixing colors in different proportions and by adding white will lighten color.



Four colors are available on the screen: Blue, Red, Yellow and White. The player blends varying amounts of these colors to match the color of Clumsy Smurf's™ glass.

Any mix of all three primary colors (with or without white) will form brown. The player will never be presented with a match that requires the mixing of all three primaries.

When the game begins, Greedy Smurf™ appears at the left side of the middle of the screen. The player moves him to stop above the selected color spigot. The glass in the bottom portion of the screen slides under the spigot closest to Greedy. The player pulls the Joystick down to pour the selected color into the glass. By quickly tapping the Joystick down, the player can release a drop or two of the color. To fully drain the glass, the player presses the Play/Action Button.

Greedy's glass must be **full** in order to match the color in Clumsy's glass. If Greedy's glass is full and it doesn't match Clumsy's, the player must drain the glass before trying again. If the correct color match is made, both Clumsy and Greedy drink their sodas.

Game Mode

In **Game Mode**, Clumsy's glass in the upper portion of the screen is filled with a specific color. The player is instructed to match that color in Greedy's glass in the lower portion of the screen. By moving Greedy and his glass from spigot to spigot, the player can combine colors to achieve the desired hue. The player adds white to lighten the mixture. Colors to match start out easy (one primary or equal amounts of primary colors) and progress in sequence to more difficult (requiring proportional mixing of two or more colors). The tape provides some clues to the player on how to mix the colors.

Toy Mode

In **Toy Mode**, the player matches the color in Clumsy's glass by using the spigots to combine colors in Greedy's glass. Colors the player must match are selected randomly and vary in degrees of difficulty.

Mode Selection

It is simple to switch between Game Mode and Toy Mode by pressing the **GAME SELECT** switch. GREEDY SMURF™ begins in Game Mode. To play in Toy Mode, press the **GAME SELECT** switch. To go back to Game Mode, press the switch again. The player can move between the two modes in this manner only when the tape is not playing.

To play in Toy Mode from the start, insert the desired cassette tape into the Voice Module and play the tape through the Introductory Song. After the tape stops, press the **GAME SELECT** switch to move from Game Mode to Toy Mode. You're ready to begin playing.

SCORING

In **Game Mode** only, a Score Indicator appears in the top right of the screen. The object pictured (a glass) indicates this is the GREEDY SMURF™ game. The digits to the right of the object indicate the player's score.

The player scores one point for each color successfully matched. There is no penalty for failure to match a color. There is no time limit in which to play the game.

In **Toy Mode,** no Score Indicator appears on the screen and no score is registered.

Voice Module Cassette

All instructions for playing the game in Game Mode occur in song on the cassette tape.

USING YOUR CONTROLS

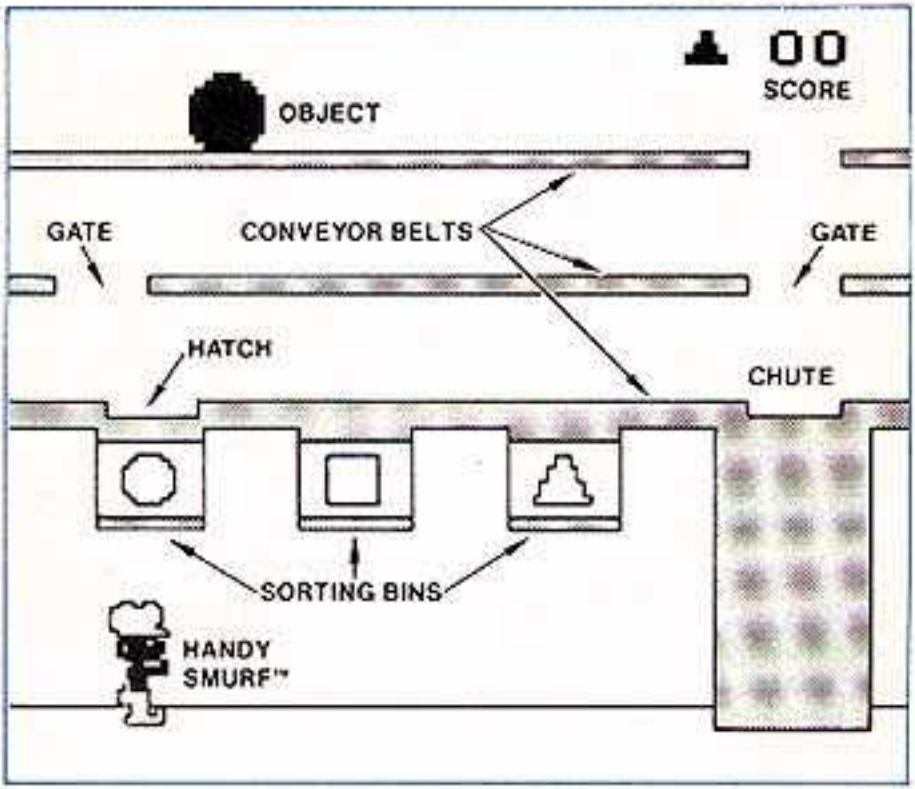
1. **Joystick:** Push the Joystick left or right to move Greedy in that direction. When Greedy is above a spigot, pull and hold the Joystick **down** (toward you) to pour a color into his glass. Release the Joystick to stop pouring. Once the glass is full, no more color can be added. Pushing the Joystick up (away from you) has no effect.
2. **Play/Action Button:** Press the Play/Action Button to fully drain Greedy's glass.

HANDY SMURF™

The Game

HANDY SMURF™ teaches how to identify and sort objects according to shape, size and color.
In **Game Mode,** the object of the game is to sort the objects that appear on the conveyor belts. Objects appear one at a time at the top left of the screen and move to the right. They descend to the next belt and move to the left, unless they fall into the chute.

The player must open and shut the conveyor belt gates at the proper time in order to allow objects to descend to the third belt. At that point, the player must catch the objects in the proper sorting bins, according to shape, size or color.



The sorting bins are indicated by a square, a circle and a triangle for sorting by Shape; big, medium and small for sorting by Size; and red, yellow or blue for sorting by Color.

How To Play

When the game begins, Handy Smurf™ appears in the bottom portion of the screen. An object appears on the conveyor belt at the top of the screen and moves to the right. The player must press the Play/Action Button to close the gates on the second belt before the object descends to that belt. If the gates are not closed, the object descends into the chute.

When the Play/Action Button is pressed the first time, both gates close for a short period. A ticking sound is heard. If the object has not yet descended to the second belt, the gates will open again after the ticking stops. If the object has already descended during the ticking, the gates remain closed.

As the object nears the left side of the second belt, the player presses the button again to open both gates. This allows the object to descend to the third belt. The ticking sound is heard again. If the object has not reached the hatch, the gates will close again after the ticking stops, and the object moves off the screen to the left.

The player must move Handy Smurf™ to a position beneath the appropriate sorting bin in order to open its hatch, catch the object, and earn points for properly sorting the object.

Handy must be directly beneath a bin for its hatch to be open. If Handy is between bins, no bin hatches are open. The object continues moving to the right until it falls through the chute. Since the object has not been properly sorted, no points are scored. If Handy is beneath an incorrect bin, the object bounces above the bin, then moves on to the chute.

Note the Score Indicator at the top right of the screen. The sorting category changes each time the player has correctly

sorted five objects. Sorting categories appear as follows:

Round 1: (Scoring 1-5) Sort by Shape
Round 2: (Scoring 6-10) Sort by Size
Round 3: (Scoring 11-15) Sort by Color

Following Round 3 (achieving a score of 15), the sorting categories repeat in sequence starting with Sort by Shape. The higher the score achieved, the faster the objects appear on the conveyor belt.

Game Mode

In **Game Mode**, the program provides objects according to the category scheme described above. The player is instructed to capture the objects and place them in the appropriate sorting bins. At the start of the game, objects appear on the screen at a leisurely pace. As the game progresses, and the score increases, objects appear more quickly. There is never more than one object moving on the conveyor belt at the same time.

Toy Mode

In **Toy Mode**, the player captures objects and places them in bins as described in Game Mode. After each object is correctly placed, however, sorting bins change to a randomly selected category.

Mode Selection

It is simple to switch between **Game Mode** and **Toy Mode** by pressing the **GAME SELECT** switch. HANDY SMURF™ begins in Game Mode. To play in Toy Mode, press the **GAME SELECT** switch. To go back to Game Mode, press the switch again. The player can move between the modes in this manner only when the tape is **not** playing.

To play in Toy Mode from the start, insert the desired cassette into the Voice Module and play the tape through the Introductory Song. After the tape stops, press the **GAME SELECT** switch to move from Game Mode to Toy Mode. You're ready to begin playing.

SCORING

In **Game Mode** only, a Score Indicator appears in the top right of the screen. The object pictured (a triangle) indicates this is the HANDY SMURF™ game. The digits to the right of the object indicate the player's score.

The player scores one point for each object successfully sorted. There is no penalty for failure to sort an object. There is no time limit in which to play the game.

In Toy Mode, no Score Indicator appears on the screen and no score is registered.

USING YOUR CONTROLS

1. **Joystick:** Push the Joystick left or right to move Handy in that direction. Pulling the Joystick down (toward you) or pushing the Joystick up (away from you) has no effect.
2. **Play/Action Button:** Press the Play/Action Button to open or close the conveyor belt gates. The player can alternate opening and closing gates by repeatedly pressing the button.

Starting Over.

To stop and replay the game you have been playing, press **STOP** on the Voice Module. Then press **GAME RESET** on the game system. Press **REWIND** on the Voice Module. When the cassette tape is fully rewound, press **STOP**, then **PLAY.**

To select **Toy Mode** instead, press **PLAY** on the Voice Module and play the cassette tape until it stops after the Introductory Song. Then press **GAME SELECT.**

Starting a New Game.

To change to a different game, press **STOP** on the Voice Module. Then press **GAME RESET** on the game system. Press **REWIND** on the Voice Module. After the cassette tape is fully rewound, press **STOP**, remove the cassette tape and insert a different one of your choice. Then press **PLAY** on the Voice Module.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SMURFS™ SAVE THE DAY!, but it is only the beginning! You will find that this program is full of special features to make SMURFS™ SAVE THE DAY! exciting every time you play. Experiment with different techniques — and enjoy the game!

90 DAY LIMITED WARRANTY

Coleco warrants to the original consumer in Canada that each video game cartridge it manufactures shall be free from factory defects in material and workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured with your name, address, proof of the date of purchase and a brief description of the problem to COLECO (CANADA) LIMITÉE, Customer Service — Electronics, 4000 St. Ambroise, Montreal, Quebec, Canada H4C 2C8.

If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

The warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the troubleshooting checklist in the Owner's Manual for your video system.

SERVICE POLICY

If your cartridge requires service after expiration of the 90 DAY LIMITED WARRANTY period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option) on receipt of your cartridge, postage prepaid and insured with your cheque in the amount of $15.00 payable to COLECO (CANADA) LIMITÉE.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must
be directed to: **Coleco (Canada) Limitée**
Customer Service — Electronics
4000 St. Ambroise
Montreal, Quebec,
Canada H4C 2C8

SMURF™ © Peyo 1983 Licensed by Wallace Berrie & Co., Van Nuys, CA.

SOUND I™ and GEMINI™ are trademarks of Coleco (Canada) Limitée © 1983 Coleco (Canada) Limitée.

Atari® is a registered trademark of Atari, Inc.

Package, Program and Audiovisual © 1983 Coleco (Canada) Limitée, 4000 St. Ambroise, Montreal, Quebec, Canada H4C 2C8.

Printed in Canada